

Position Description: Parking & Traffic Management

RESPONSIBILITIES:

This role has the responsibility of collecting parking fees and directing traffic.

Please check your start time and report to Rex Butler the Parking Coordinator.

1. **Set up of site prior to the Festival (for BUMP IN Parking Crew)**
 - assist Parking Coordinator, Rex Butler with set up as directed
2. **Parking Volunteer during the Festival**
 - Sign in at Volunteer Registration and then report to Rod Johnston, the parking volunteer coordinator and he will allocate you to an area to direct traffic and provide you with high vis vests
 - Rex Butler will also be directing volunteers
 - Rex will advise how to use the walkie talkies
 - Parking fee is \$5 per car
 - 2 volunteers will be collecting the parking fees & distributing the Festival map brochure
 - you will be working outside so remember warm clothing, water bottle and a hat, sunscreen is available at the Volunteers Tent
 - Elements car park will be accessed by visitors to Elements and Elements guests
 - Should the general parking fill, there will be an overflow parking area and Rex will advise you further

Disabled Parking:

- There are 18 disabled parks available in the road that runs past the Festival entrance and the first 18 disabled drivers should be directed to these. After these parks are full, there is additional allocated disabled parking available within the main parking area
- Drop offs available near Box Office for anyone with walking difficulty and then the car must be parked in general parking
- One volunteer will be allocated in the road that runs past the Box Office to manage the disabled parking, the shuttle bus and any emergency vehicles that may come through

Free Parking:

- Volunteers, writer's and sponsors do not pay parking fees. They will have a T-shirt or lanyard pass to show you
- Some people will have a printed voucher providing them with free parking
- There will be a small number of people coming to the area to access the beach and we do not charge them parking